GUI Engine always starts with the GUI_Start object. It defines how the display should progress.

GUI_Start
Default

GUI_1
Login Screen
User Screen
Next Node

Node_1
Default
Planner
Assessor

GUI_2
Screen 1
Next Node
Next Node

GUI_3
Screen 1
Screen 2

Node_2
Default
Planner
Assessor

GUI_4
What objects do you know about?
(some) [Show Them]
(none) Screen 2

Node_3
Default
Planner
Assessor

GUI_5
Screen 1

Object_1
Default

Object_2
Default

GUI descriptions can specify conditions for what should happen next. Here, if the user says they know information about the objects then the object's GUIs are shown. If not the GUI will shown a different screen.
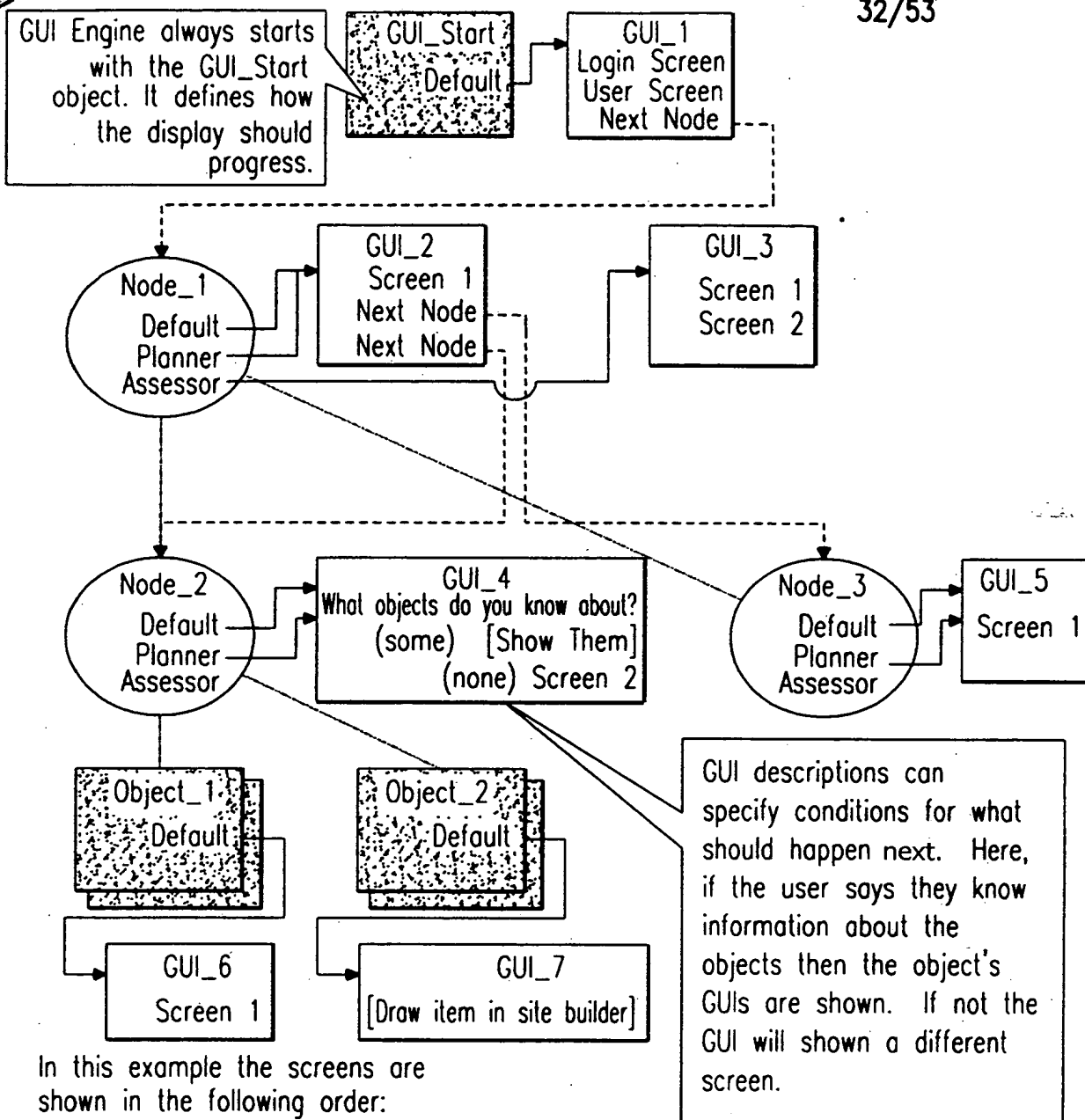
GUI_6
Screen 1

GUI_7
[Draw item in site builder]

In this example the screens are shown in the following order:
GUI_1
GUI_2 *
GUI_5 **
GUI_4
GUI_6 ***
GUI_7
Site Builder ****

* Assuming the user is a planner

** GUI_2 specifies Node_3 comes before Node_2

*** GUI_4 does not specify where to go next, so the engine moves down the tree to find relationships.

**** GUI_7 specifies to use the Site Builder to define the object

Legend

○ Node in the Node Tree

☐ GUI description object

▦ Object in the Data Model

—— Node Tree relationship

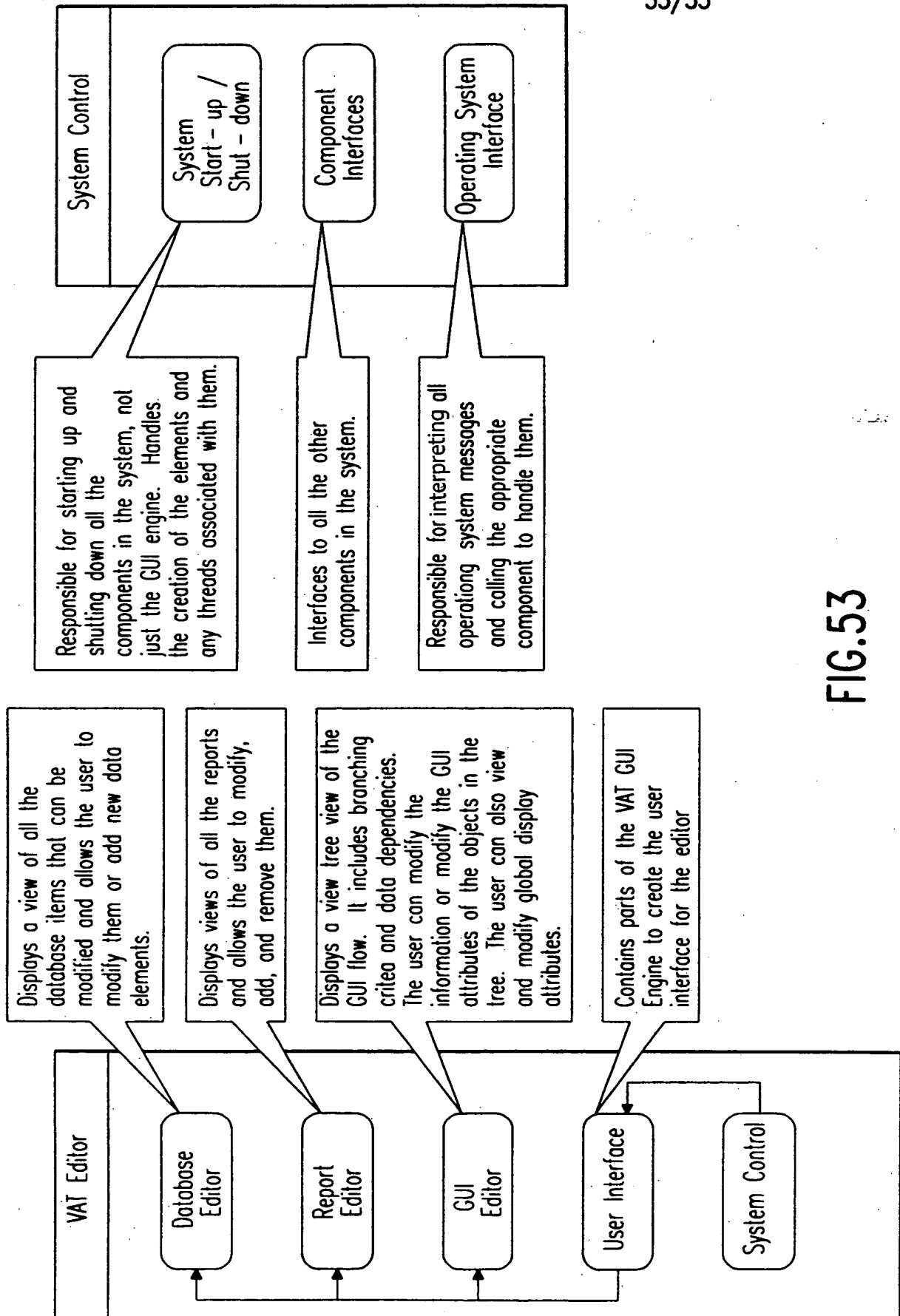——➤ Pointer to a GUI Description

----➤ Pointer back to a node

FIG.32

System Control

System Start – up / Shut – down

Component Interfaces

Operating System Interface

Responsible for starting up and shutting down all the components in the system, not just the GUI engine. Handles the creation of the elements and any threads associated with them.

Interfaces to all the other components in the system.

Responsible for interpreting all operationg system messages and calling the appropriate component to handle them.

Displays a view of all the database items that can be modified and allows the user to modify them or add new data elements.

Displays views of all the reports and allows the user to modify, add, and remove them.

Displays a view tree view of the GUI flow. It includes branching critea and data dependencies. The user can modify the information or modify the GUI attributes of the objects in the tree. The user can also view and modify global display attributes.

Contains parts of the VAT GUI Engine to create the user interface for the editor

VAT Editor

Database Editor

Report Editor

GUI Editor

User Interface

System Control

FIG.53